RUNEQUEST

GLORANTHAN CALENDAR

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ROLEPLAYING IN GLORANTHA

BY JEFF RICHARD AND GREG STAFFORD

This book is dedicated to the continuing power of Time,
which is both simultaneous and eternal, transitory and ephemeral.

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We praise Arachne Solara, who devoured Wakboth and gave birth to Time.

GLORANTHA CALENDAR

The Theyalan Calendar begins measuring Time at the Dawn, when Yelm first rose into the Sky.

TIME

The world of Glorantha is about 1625 years old. That many years ago, after a great and timeless darkness, the Sun God rose in the east for the first of many days, instituting the new power of Time. Since then, dates in Time often have been written S.T.: Solara Tempora. The year 575 S.T., then, would be the 575th year after the first sunrise.

Time is the most powerful of the gods of the new age. We recognize Time in three natural forms (lineal, cyclical, and illusory), but Time did not exist in the God Time or the Great Darkness. The lineal relations imposed upon the myths and stories of those ages originate from our own temporal state of mind, since we mortals are a natural part of the Time flow of the new age. Mythical events did not necessarily occur in the order we perceive them, and it can be difficult to reconcile conflicting versions of certain occurrences in Dreamtime. The difficulties with which we understand that age are illustrated by the words we use for it: Dreamtime, Gods' Age, Golden Eon, Non-time, and so on. Each word or phrase has some measurement of Time within it. It is interesting and perhaps important that the magicians of the Hero Wars period (when contact was greatest between men and gods) referred to the God Time as "the magic place" or "Gods World," even when referring to a prehistoric event.

Time was born in Hell, where the shadows of Chaos reigned and held sway over the heart of the Universe. All the Universe was in confusion, elements blundered amidst each other, and devils ran amok, slaying and kidnapping gods and mortals alike, carrying them to the formless Void. When the Lightbringers entered the Underworld and completed their great tasks, they forged a cosmic pact which bound all entities, living and dead, spiritual and physical, pure and unholy, intelligent and inert, into the Great Compromise. No beings responsible for the creation of the World had exemption from this final synthesis. In their pact, the deities settled their senseless and destructive wars which had precipitated the Chaos they now united against. They agreed to accept a common ground of existence to share responsibility for the protection of the realm and to uphold their present status in the Universe. They thus bound themselves irrevocably to the spiritual matrix of the new age.

Their vows are the source and cause of Time; the energies of this compromise provided the soul-essence of the new age. The old deities created the will of the new age and bound themselves to uphold it. The more powerful the deity, then the more numerous the commitments binding it into the world matrix, and the more effectively fossilized its role in the Time to come.

The lesser creatures of the World, especially the surviving mortal races, were free to grow, change, and develop within the new age. By utilizing their freedom and knowledge of the new laws accompanying the new age, the mortal folk could commune with the gods and powers of the Universe.

DAYS

One day on Glorantha is the amount time needed for the Yelm (the Sun) to traverse the Sky from east to west. One night is the time needed for the Sun to traverse the Underworld from west to east again. In Dragon Pass, the day begins at nightfall and not dawn.

WEEKS

One week is made of seven days—each named for the five elements—plus one Godsday and one "Wild" day. Elemental influences vary in intensity by the day of the week. Windsday has more airy energies available than usual, for example.

Wildday is an unformed piece of time, often propitious to various Chaos magics. The influences vary widely however, and depend on location, history, pre-arranged conditions, and other factors. The most powerful local deity is usually worshipped on this day.

Godsday sees the most worship and meditation. The most important holy ceremonies occur on this day. The deities are more influenced to receive worship on Godsday.

SEASONS

A season is made up of eight weeks, named after the eight Powers: Disorder, Harmony, Death, Fertility, Stasis, Movement, Illusion, and Truth.

HOLY DAYS

High Holy Days and seasonal holy days are provided for all the cults in the RuneQuest core rules. High Holy Days are identified for other cults of significance in central Genertela. Names in RED ALL-CAPITAL LETTERS represent those gods' High Holy Days.

SEA SEASON

Sea Season is spring. This season follows the rebirth of the Sacred Time, and in it the young gods of the new age are free to exert their influences on the world.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1 FLAMAL Yelm	2	3	4 Valind	5 Oakfed	6	7
Harmony Week	8 Argan Argar Kyger Litor Uleria	9 Ernalda Uleria	10 Uleria	11 Uleria	12 Uleria	13 Uleria	14 Uleria
Death Week	15 Zorak Zoran	16 Humakt	17 Maran Gor	18	19	20 Tolat Ty Kora Tek	21 Waha
Fertility Week	22	23 ALDRYA DORMAL Flamal	24 Asrelia Babeester Gor Ernalda Eiritha Lodril	25 Basmol	26 Mahome	27 Chalana Arroy	28
Stasis Week	29 Storm Bull	30	31	32	33	34 Yinkin	35 Gorgorma
Movement Week	36	37 ENGIZI HELER Donandar	38	39 Orlanth Odayla	40 Gustbran Lokarnos	41 Issaries	42
Illusion Week	43	44	45	46	47	48 Eurmal Seven Mothers	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy Magasta

FIRE SEASON

Fire Season is summer. This is a time of warming and ripening, when the plans and schemes of mortals mature and bear fruit, as do herds and fields. Energies are ripe for activities, intellectual pursuits, and outward expansions.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wilddday	Godday
Disorder Week	1	2	3	4 Valind	5 OAKFED	6 Eurmal	7
Harmony Week	8 Kyger Litor Uleria	9 Uleria	10 Lodril Uleria	11 Argan Argar Uleria	12 ALDRYA YELM Yinkin Uleria *Summer Solstice*	13 Uleria	14 Uleria
Death Week	15 Zorak Zoran	16	17 Maran Gor	18	19 Humakt	20 Tolat Ty Kora Tek	21 Waha
Fertility Week	22	23 Dormal	24 Asrelia Babeester Gor Ernalda Eiritha Flamal	25 Basmol	26 Mahome	27 Chalana Arroy	28
Stasis Week	29	30 Storm Bull	31	32 SARTAR	33	34	35 Gorgorma
Movement Week	36	37 Engizi Heler	38	39 Orlanth Odayla	40 Gustbran Lokarnos	41 Issaries	42 ORLANTH REX
Illusion Week	43	44	45	46	47 Donandar	48 Seven Mothers	49
Truth Week	50	51	52	53	54 YELMALIO	55	56 Lhankor Mhy Magasta

EARTH SEASON

Earth Season is fall, with harvest and food-gathering against the hard weather to come. The forces of Life draw to themselves, leaving the fields and pastures to the soon appearing cold and darkness, but this also is the time of the greatest plenty, and a period of festivity and joy.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3	4 Valind	5 Oakfed	6	7
Harmony Week	8 Kyger Litor Uleria	9 Uleria	10 Uleria	11 Uleria	12 Argan Argar Uleria	13 Yinkin Uleria	14 Uleria
Death Week	15 BABEESTER GOR Zorak Zoran	16	17 Humakt Maran Gor	18	19	20 Tolat Ty Kora Tek	21 Waha
Fertility Week	22 ERNALDA ASRELIA	23 ERNALDA ASRELIA Dormal	24 ALDRYA ERNALDA ASRELIA Babeester Gor EIRITHA Flamal GRAIN GODDESS	25 ERNALDA ASRELIA Basmol	26 ERNALDA ASRELIA LODRIL MAHOME	27 ERNALDA ASRELIA Chalana Arroy Maran Gor	28 ERNALDA ASRELIA
Stasis Week	29	30 *Spring Equinox*	31 Storm Bull	32	33 Yelm	34	35 Gorgorma
Movement Week	36	37 Engizi Heler	38	39 Orlanth Odayla	40 LOKARNOS Gustbran	41 Issaries	42
Illusion Week	43	44	45 Donandar	46	47	48 Eurmal Seven Mothers	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy Magasta

DARK SEASON

Dark Season is winter, and there is great hardship and gloom across the world. Weaker beings hide at this time, hoarding their food and spouting cheerful stories before their crackling fires. Only the boldest go forth.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1 Yinkin	2	3	4 VALIND	5 Oakfed	6 Eurmal Babeester Gor	7 SEVEN MOTHERS KYGER LITOR
Harmony Week	8 KYGER LITOR Uleria	9 ARGAN ARGAR Uleria	10 ARGAN ARGAR Uleria	11 Uleria	12 Uleria	13 Uleria	14 Uleria
Death Week	15 ZORAK ZORAN Humakt	16 Engizi	17 MARAN GOR	18 Lodril	19 Lodril	20 Tolat TY KORA TEK	21 WAHA
Fertility Week	22 WAHA	23 Dormal	24 Asrelia Babeester Gor Ernalda Eiritha	25 Basmol	26 Mahome	27 Chalana Arroy	28
Stasis Week	29	30	31	32 Storm Bull	33	34	35 Gorgorma
Movement Week	36	37 Engizi Heler	38 ALDRYA	39 Orlanth Odayla	40 Lokarnos Gustbran Yelm	41 Issaries	42
Illusion Week	43 Donandar Ernalda	44	45	46	47 MAGASTA *Winter Solstice*	48 Seven Mothers	49
Truth Week	50	51	52	53	54 Yelmalio	55	56 Lhankor Mhy Magasta

STORM SEASON

Storm Season is the time of greatest violence and danger. The Air gods rule this season, and their energies are always of a violent and unpredictable nature. This time is like the War of the Gods; this bloody season can undo the effort of a whole year, and troubles begun here often inadvertently allow Chaos forces to slip into the world.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wildday	Godday
Disorder Week	1	2	3	4 Valind	5 Oakfed	6	7
Harmony Week	8 Argan Argar Kyger Litor Uleria	9 Uleria	10 Uleria	11 DONANDAR Uleria	12 Uleria	13 Uleria	14 Uleria
Death Week	15 Zorak Zoran	16	17 Maran Gor	18 HUMAKT	19 Yelm	20 TOLAT Ty Kora Tek	21 Waha
Fertility Week	22	23 Dormal	24 Asrelia Babeester Gor Ernalda Eiritha	25 Basmol	26 Mahome	27 Chalana Arroy Lodril	28
Stasis Week	29	30	31	32	33 Storm Bull	34 STORM BULL	35 Gorgorma
Movement Week	36 *Great Hunt*	37 Engizi Heler *Great Hunt*	38 *Great Hunt*	39 ORLANTH Odayla *Great Hunt*	40 GUSTBRAN Lokarnos Yinkin *Great Hunt*	41 TELMOR Issaries *Great Hunt*	42 *Great Hunt*
Illusion Week	43 *Great Hunt*	44 *Great Hunt*	45 *Great Hunt*	46 *Great Hunt*	47 *Great Hunt*	48 Eurmal Seven Mothers *Great Hunt*	49 *Great Hunt*
Truth Week	50 *Gorgorma* *Great Hunt*	51 *Gorgorma* *Great Hunt*	52 *Gorgorma* *Great Hunt*	53 *Gorgorma* *Great Hunt*	54 Yelmalio *Gorgorma* *Great Hunt*	55 ALDRYA *Gorgorma* *Great Hunt*	56 Lhankor Mhy Magasta *Gorgorma* *Great Hunt*

SACRED TIME

Sacred Time equals two weeks in length, but officially is listed as 14 days instead. Normal activity halts, and the world both ritually and actually reenacts the death and rebirth of the Cosmos in order to replenish the world, for incorporating the entropy of Chaos into the living world was agreed to in the Cosmic Compromise. To live, one must descend into Death and be reborn. The participation of all beings in these annual ceremonies and their commitment to them integrates the participants with an unconscious understanding of the Cosmic Balance—a major factor in the high level of magic generation and its use in Glorantha.

Lunar Phase	Crescent Go	Dying	Black	Crescent Come	Empty Half	Full	Full Half
	Freezeday	Waterday	Clayday	Windsday	Fireday	Wilday	Godday
Luck Week	1 DAKA FAL	2 DAKA FAL	3 DAKA FAL	4 BASMOL DAKA FAL LIGHTBRINGERS	5 DAKA FAL	6 DAKA FAL ISSARIES RED GODDESS	7 DAKA FAL LHANKOR MHY
Fate Week	8 CHALANA ARROY DAKA FAL	9 CHALANA ARROY DAKA FAL *Spring Equinox*	10 CHALANA ARROY DAKA FAL	11 BASMOL CHALANA ARROY DAKA FAL LIGHTBRINGERS	12 CHALANA ARROY DAKA FAL	13 CHALANA ARROY DAKA FAL ISSARIES RED GODDESS	14 CHALANA ARROY DAKA FAL LHANKOR MHY

Throughout all Glorantha the Rebirth ceremony of the Sacred Time is of utmost importance. During the two week-long ceremony, most god-worshipping peoples act out their sacred myths of death and rebirth. Across the whole world everyone summons their spirits and gods, and the physical plane trembles with their presences. Even the cynicism of the God Learners never tainted these critically important rites.

The Orlanthi link the 14 days of Sacred Time with the Lightbringers' Quest, by which Orlanth and his companions resurrected the Cosmos. During the ritual, it is not unknown for a person to be killed, although slain participants are normally resurrected by the collected magical power of the community. The ceremony is almost always successful (even if individual parts may fail), but the consequences for ultimate failure can be terrible. Variations of the Orlanthi Sacred Time can be found among all Theyalan peoples and by those strongly influenced by them (such as the Praxians).

The Lunar ceremonies are riskier than most. Since the Lunars have equal respect for both Life and Death, their ceremonies can result in the victory of Death for the year, unlike the Orlanthi ritual wherein the Storm God is (almost) always victorious over his deadly foes. Despite the philosophical equality, most citizens of the Empire favor the forces of Life. Thus, even skeptics are careful during the holy weeks of Sacred Time, and mere casual laymen usually participate enthusiastically in the public ceremonies within the Empire.

Sea Season

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Disorder	1	2	3	4	5	6	7
Harmony	8	9	10	11	12	13	14
Death	15	16	17	18	19	20	21
Fertility	22	23	24	25	26	27	28
Stasis	29	30	31	32	33	34	35
Movement	36	37	38	39	40	41	42
Illusion	43	44	45	46	47	48	49
Truth	50	51	52	53	54	55	56

Fire Season

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Disorder	1	2	3	4	5	6	7
Harmony	8	9	10	11	12	13	14
Death	15	16	17	18	19	20	21
Fertility	22	23	24	25	26	27	28
Stasis	29	30	31	32	33	34	35
Movement	36	37	38	39	40	41	42
Illusion	43	44	45	46	47	48	49
Truth	50	51	52	53	54	55	56

Earth Season

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Disorder	1	2	3	4	5	6	7
Harmony	8	9	10	11	12	13	14
Death	15	16	17	18	19	20	21
Fertility	22	23	24	25	26	27	28
Stasis	29	30	31	32	33	34	35
Movement	36	37	38	39	40	41	42
Illusion	43	44	45	46	47	48	49
Truth	50	51	52	53	54	55	56

Dark Season

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Disorder	1	2	3	4	5	6	7
Harmony	8	9	10	11	12	13	14
Death	15	16	17	18	19	20	21
Fertility	22	23	24	25	26	27	28
Stasis	29	30	31	32	33	34	35
Movement	36	37	38	39	40	41	42
Illusion	43	44	45	46	47	48	49
Truth	50	51	52	53	54	55	56

Storm Season

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Disorder	1	2	3	4	5	6	7
Harmony	8	9	10	11	12	13	14
Death	15	16	17	18	19	20	21
Fertility	22	23	24	25	26	27	28
Stasis	29	30	31	32	33	34	35
Movement	36	37	38	39	40	41	42
Illusion	43	44	45	46	47	48	49
Truth	50	51	52	53	54	55	56

Sacred Time

Lunar Phase	Freezeday	Waterday	Clayday	Windday	Fireday	Wilddday	Godday
Luck	1	2	3	4	5	6	7
Fate	8	9	10	11	12	13	14